
eCYBERMISSION

SCIENCE, MATH & TECHNOLOGY COMPETITION

"Accept the Challenge..."



WHAT IS eCYBERMISSION AND HOW IS IT DIFFERENT FROM OTHER COMPETITIONS?

eCYBERMISSION is a unique web-based science, math, and technology competition for 7th and 8th grade students. eCYBERMISSION targets students of all capability levels. The competition encourages and rewards a diverse range of proficiency levels, interests, and backgrounds. It promotes self-discovery for all students to recognize the real life applications of these disciplines. eCYBERMISSION:

- ❖ Poses multiple open-ended challenges that are relevant and interesting to a wide variety of students
- ❖ Provides powerful and fun collaboration tools such as instant messaging and discussion forums to encourage team communication
- ❖ Rewards teams based on a broad set of criteria that underscores the value of diverse skills
- ❖ Provides prizes to recognize the efforts of student winners
- ❖ Includes a fun, interactive experience called MissionMax (www.missionmax.com) that relates to science, math, and technology

WHY IS THE ARMY SPONSORING A COMPETITION FOR STUDENTS?

The Army has recognized a decrease in the number of students interested in science, math, and technology careers nationwide and the ever-growing need to remain globally competitive in these fields.

- ❖ Our National Security will increasingly require the latest in science and technology
- ❖ eCYBERMISSION enables The Army to return something to America's communities
- ❖ eCYBERMISSION supports the President's commitment to education

HOW DOES THE COMPETITION WORK?

Student teams identify a problem in their community that is related to either: **Health and Safety, Arts and Entertainment, Sports and Recreation**, or the **Environment**. Selecting a real life problem encourages self-discovery and illustrates how science, math, and technology apply to everyday life.

- ❖ Teams identify a problem, formulate a hypothesis, and conduct research and experiments
- ❖ Teams are encouraged to collaborate on-line using discussion forums, chat rooms, and instant messaging
- ❖ Teams must virtually submit their **Mission Folder**, the official write-up of their project with attached files (e.g., photographs, survey questions, or their own web site) to complete their entry
- ❖ Judges review and score the Mission Folders on-line to determine regional (category and cumulative) winners
- ❖ Regional winning teams with the highest cumulative score are then invited to the finals round
- ❖ Each team presents their project to a panel of live judges, which determine the national winners

WHAT ROLE DOES THE ARMY PLAY?

- ❖ Army personnel serve as eCYBERMISSION **Ambassadors** to promote the competition in schools, academic forums, and educational events
- ❖ A pool of Army research scientists, engineers, Soldiers, and civilians serve as **CyberGuides** or on-line coaches to competition teams

WHO CAN ENTER THE eCYBERMISSION COMPETITION?

eCYBERMISSION is open to all students attending a U.S. or Department of Defense Education Activity school in Grades 7 and 8. Teams must include three to four student members from the same grade level. Team members can be from private, public, or home schools. Each team must also select an adult **Team Advisor**.

WHEN WILL eCYBERMISSION BE LAUNCHED?

eCYBERMISSION officially launches October 1, 2002! Participants can begin registering on October 1st, by visiting www.ecybermission.com.

HOW ARE MISSION FOLDERS EVALUATED?

Each Mission Folder is independently evaluated by three judges. Random judging assignments ensure that all Mission Folders are reviewed and scored objectively. eCYBERMISSION judges are government sector volunteers who are interested in promoting science, math, and technology education.

Judges score the Mission Folders based on four diverse judging criteria with associated weights:

Application of Science, Math, & Technology – 40%	Innovation, Originality, and Creativity – 20%
Benefit to the Community – 20%	Collaboration and Communication – 20%



WHAT CAN PARTICIPANTS WIN?

eCYBERMISSION provides numerous incentives and awards for participation. Potential prizes include U.S. EE savings bonds, plaques, travel, media recognition, T-shirts, and more!

- ❖ All participants who submit a Mission Folder receive a t-shirt and certificate of commendation

Regional Category Winners (16 teams total)

- ❖ \$2,000 EE Savings Bond per Student winner

Regional Finalist Winners (8 teams total)

- ❖ \$3,000 EE Savings Bond per Student winner
- ❖ Finalists from each region also win a trip to an exciting location for several days of educational activities, final judging, and fun!

National Winners (3 teams total)

- ❖ During the finals round, judges select national 1st, 2nd, and 3rd place winning teams per grade level
- ❖ 1st place = \$5,000 EE Savings Bond per Student; 2nd place = \$3,500 EE Savings Bond per Student; and 3rd place = \$2,000 EE Savings Bond per Student

HOW CAN I GET MORE INFORMATION ABOUT eCYBERMISSION ?

For additional information on eCYBERMISSION, please contact missioncontrol@ecybermission.com